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Patent Application of


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for

TITLE: BOKEY

CROSS REFERENCE TO RELATED APPLICATION 60/216,456(expired 7/5/01)

DISCLOSURE DOCUMENT FILED 01/12/2002

BACKGROUND -- FIELD OF INVENTION:


This invention relates to hockey, specifically that of table hockey.

BACKGROUND--DESCRIPTION OF PRIOR ARTS:

Table / Air Hockey is simply pushing an object across a table in an effort to knock a small plastic puck into a slot. Current Table Stick Hockey is merely rotating knobs on bars to maneuver a puck to a goal. Both concepts restrict you to a very small and limited area of body movement. Research of prior arts only revealed one set that showed any similarity, patent by Bagley patent #5,417,421, class 273, sub class 126 R restricted to 2 players and a very small playing area, also very close to the floor.

SUMMARY:

In accordance with the present invention, a hockey game with closer resemblance to real hockey will be brought to the table, a concept of lane hockey will be born. Sticks and a puck are used with afore mentioned game.


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OBJECTS AND ADVANTAGES:

Make available a more realistic hockey game that can be played by a larger majority of the public, including all age groups. There is no specific talent required, invigorating, healthy and great physical exercise for all, at the same time, one gets the feeling of participating in a real life sport.

Accordingly, beside the objects and advantages of a more realistic concept of hockey being played on a table. Several objects and advantages of the present invention are.

- (A) Can be produced in several sizes and accommodate players from beginners to professional.
- (B) A solid and fun sport with the potential of earning a permanent position in the sports world and rise to world recognition.
- (C) Worthy of advancement to a professional sport.
- (D) Offers the non sports inclined person another option.
- (E) Great addition to school sports.
- (F) An asset to the low achievers in physical activities, and builds physical fitness.
- (G) Allows for an increase in the number of players at one time over existing table games.
- (H) Easy to construct and at a minimal cost.
- (I) Expensive electronics aren't required (optional).

Further objects and advantages are in the area of family participation at picnics, beaching, home units. Units located at public facilities can enhance the fun and enjoyment of the outing.


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DRAWING FIGURES:

FIG. 1

A flat view of the full length of the basic model.

FIG. 2

A cut away view of the end section.

FIG. 3

A cut away view of the center section.

FIG. 4


A cut away view of a side section.

FIG. 5

An isometric view showing the basic model being inserted into the elevated base to form the elevated model. A down view of Fig. 5 shows cross braces for stability of the elevated base, a stick and puck are also pictured in Fig. 5.


FIG. 6

A flat view of the extended model showing 2 extra playing fields.


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REFERENCE NUMERALS TO DRAWINGS:

- 8- Side rails (2)
- 10- End rails (2)
- 12- LAMINATE
- 14- Plywood (2)
- 16- Sub base sides (2)
- 18- Sub base ends (2)
- 20- Top half of center divider (1)
- 22- Side rail bumpers (4)
- 24- End rail bumpers (4)
- 26- Center bottom half of center divider (1)
- 28- End bottom half of center divider (2)
- 30- Puck catcher sides (4)
- 32- Puck catcher ends (2)
- 34- Puck catcher bottom (2)
- 36- Side of elevated base (2)
- 38- End of elevated base (2)
- 40- Cross braces (3)
- 42- Puck
- 44- Sticks



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DESCRIPTION--FIGS. 1- 2- 3- 4 AND 5 PREFERRED EMBODIMENT:

A preferred embodiment of the present invention is illustrated in Fig. 1, Fig. 2, Fig. 3, Fig. 4, and Fig. 5. The sub base Fig. 3, item 16 and 18, sides and 2 ends are joined together at corners to provide the base for the playing field. The sub field a 4" x 10" x 15/32" sheet of plywood Fig. 2-3, item 14 is attached to the sub base with sub base positioned evenly under the sub field. Next the sides and end rails are slotted to allow the sub field to be inserted into the rails Fig. 2, item 8 and Fig. 4, item 10. Wood screws are inserted (not shown), 1/2" below surface of rail and 3/4 way into sub field Fig. 2-3 and 4, item 14. The Laminate playing surface/ field Figs. 2-3 and 4, item 12 is glued to the plywood sub field.


The center divider Fig. 3, items 26 and 28 bottom half is solid rubber with cut out for pass through and starting position bottom half of divider is placed across the center of the playing field, this also separates playing fields, next the top half of the center divider Fig. 3, item 20 is placed on top of the bottom half and secured with 8 wood screws (not shown) inserted through 3/4 of the sub field (plywood) Fig. 3, item 14 divider mount screws will be recessed 1/2" below top surface of top half of divider. The sides and end rails bumpers Figs. 2-3 and 4, items 24-26 are Standard pool table bumpers (solid rubber). They are attached to each side and end rail Figs. 2-3 and 4, item 22-24 with glue and sit vertical on the edge of the playing field.


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The puck catcher Fig. 3, items 30-32-34, is made of laminated Red Oak starting just below the surface of the field in order for the puck to have a drop off and not rebound back into the playing field when a point is made. "L" brackets are attached to the end and bottom of the catcher for extra support (not shown).

The elevated base is formed attaching 2 sides and 2 ends together Fig. 3, item 36 and Fig.3, item 38, cross braces Fig. 4, item 40 are installed in the lower portion of the elevated base for stability .Elevated base is attached by inserting top of the elevated base sides between sub base sides Fig. 3, item 16 and side rails Fig. 3, item 8, elevated base top ends will insert between sub base end Fig. 3, item 18 and end rail Fig. 2, item 10. A simpler explanation is to raise the game box and lower it onto the elevated base as illustrated in Fig. 5 using the above insertion position to convert to elevated model A fixed base for the extended model essentially consists of the same structure as the basic, only sectionally connected together, like wise for the playing box. The extended model is shown in Fig. 6, this model is fixed in the elevated position. The extended model is 2 x the .length of the basic model and divided into 4 equal sections.


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ADDITIONAL EMBODIMENTS:


"L" brackets are embedded in plywood below bottom of laminate and under rubber bumper to side rails for additional vertical support. End rails are supported in the same manner (brackets not shown in drawings).

ALTERNATE EMBODIMENTS:

Although the preferred embodiments has been described in detail, it should be understood that various changes, substitutions and alterations can be made therein, still maintaining the same principle, concept and likeness and will not subordinate it's originality described by the abstract of my invention


ADVANTAGES:

Offers a much more active sport in the area of table hockey.
Great exercise for eye & hand coordination, asset to physical fitness.
Promotes group harmony and togetherness, a new area of interest hopefully for the school systems sports activities. Offers a new area in the world of sports for junior, minor and major leagues, and last but not least, the possibility of becoming an addition to the regional, national and international sports scene.


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OPERATIONS

Understanding the operation of this invention is simply knowing how the game is played. First we determine the number of players that will participate, up to 4 for A & B model and up to 8 for the extended model.

A container as desired will be provided to draw numbers from and each player will draw a number. These numbers, be it small pieces of paper in a bag or a shake cup with chips they will be numbered and lettered for each position of the apparatus, an example 1A & 2A and 3B & 4B etc. These will coincide with position on the apparatus and will be the assigned start position for each player.

A non-playing person will shake the bag/cup for the draw, this person will also become the referee. If only two players are participating, the face off position number will be the only numbers put in to be drawn, they are 1a & 4b for model A & B and 2a and 7b for the extended model. The face off position will always be to the right of and next to the center divider. The referee will now place the puck evenly in the puck slot in the middle of the center divider.


The referee will be provided with a whistle and once the drawings have been completed he will blow the whistle for all players to line up with their respective position. Players will be allowed 15 seconds to position themselves, at the end of the 15 second period a second whistle will sound to indicate for the two face off players to take their position.


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The face offs will move to the center divider and place their sticks at the face off position all other players will remain in position with their sticks at the ready position and their sticks must remain at the ready position until the face off has been completed. Face offs in position must keep their stick at the face off position until the whistle sounds. A third whistle will sound 15 seconds after the second whistle to notify face offs to start the game, at the sound of the third whistle the face offs, at will, will attempt to knock the puck into the other players field. Example---1a will attempt to knock the puck to his left into B field and visa versa for 4B. The successful face off will have accomplished what is called winning the face off, which gives that team better position for scoring first.

Once the puck lands in a playing field the face off is over and only the players assigned to that field are allowed to play the puck. Example, should 1A win the face off, the puck will land in field B (4 player apparatus) therefore, 2A and 4B will play the puck. 4B defending his goal and trying to pass it back to field A, 2A will be trying to score against 4B. If 4B is successful and returns the puck to Field A, the puck will then belong to 1a and 3B. Reverse action will be in play, meaning 1A will be defending his goal and 3B will be trying to score against 1a.

The next procedure after a point is scored is rotation, if only 2 players are participating, obviously, there is no rotation. Should there be four players, they will exchange positions after each point within their respective sides. 1A changes with a and 3d changes with B, this




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allows for equal participation in the face off and eliminates the need for further drawing of numbers. Players will only rotate within their respective sides/team rotating across the apparatus is not allowed.

For the extended model 8 players, rotation is some what different, side A will rotate one position to their right except the right end, he/she will move to the extreme left end position, side B will rotate to their left except the left end, he/she will move to the extreme right end position.

Extended model, 6 players, the drawing for 6 players game will differ in that six chips/papers will be put in for the draw but only four will have position numbers which will be A, 3A, 6B & 7B the remaining 2, -1 will have an A the other will have a B this will indicate the side the two extra players will play on, (odd pair). The face offs will flip a coin and the winner will decide the field that the odd pair will start on. Example-- if the face off from position A wins he/she can position the odd pair on either field, it will be his/her choice. To clarify this procedure we will assume the winning face off chose to start the odd pair on D field, in this case the player that drew the A chip will fill position 4A and the player that drew the B chip will fill position 8b, this leaves 1A and position 5B unfilled.

The responsibility of empty fields lies with the two players next to it so in the above scenario seen if 1A and 5B are unfilled it will be the responsibility of A and 6B to play these fields. At this point they will be allowed to play across the divider. Rotation will be in such a


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manner that the unfilled position will alternate from end to end through

out the game using the same Scenario as above. Rotation will be as follows

after the first point is made.

2A will move to 1A, 3A to 2A and 4A to 3A and 1A to 4A

6B will move to 5B, 7B to 6B and 8B to 7B and 5B to 8B

the next play A will move to 4A and the other 2 players stay in place

5B will move to 8B and the other 2 players stay in place

the next play the cycle will start over as with the first rotation.

Extended model 4 players, for this game all positions will be filled

from the center divider out toward each goal. Position 2A and 3A the

opposite side position 6B and 7B will be filled, rotation will be the

normal rotation as with the four place models, players will exchange

positions in order to alternate the face off.

Face offs (stick) position as referred to in above operation

will be to the right" of and below the puck slot, approximately 30 out

from center divider.

Player ready position when static will be approximately

center field with stick resting against the side rail, center field will be the

field marker that is shown in Fig. 6.

"Static", this is when a player is waiting for the puck to

enter/return to his field.

RULES:

- #1. Playing across a center divider or field divider is only permitted in order to cover an empty field.


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#2. Out of static position, players sticks must remain on the stick line

when the puck is not in play in their field and must remain there


until the puck has cleared the pass through back into their field.

#3 Players can not block a pass through from the back side when the puck is not in their field, sticks must be at ready position.

#4. No player will at anytime will hold a stick in a blocking position for any pass thru or goal, except for the purpose of blocking a point or pass through, a player may place his stick in line with the pass through or goal as interference to prevent the pass through or point being made, but stick cannot be held in a fixed position at a pass through or goal.


#5 Stick battle, this is when a player forcefully moves the stick of another player with his stick in order to take control of the puck, at any time a player's stick collides with another player's stick it will be done in a sportsman like manner. All sticks must maintain contact with the playing surface and swinging of a stick through the Interfering and blocking a stick is permissible, again all must be in a moderate and sportsman like manner. Rude and abusive stick movements will not be tolerated.

#6. Out of position, this is when a player or face off anticipates the command (whistle) and moves off the face off position or ready


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position before the whistle blows or the puck having passed through the pass thru to his/her field. Once the face off is completed the person performing it reverts to a regular player and performing as such in his/her assigned position.


- #7 Direction of puck travel, the obvious direction of travel for the puck is in direction of the goal in order to score. Although at times the only out for a player will be in the opposite direction or if he/she feels an opposite direction shot will be strategically to his advantage, it is his/her choice. Puck travel can be in any direction, by any player at any time, Obviously at sometime or other travel must be in direction of the goal in order to score.
- #8 No rotation rule, a pre-game decision can be agreed on by team leaders/mgrs. to eliminate rotation and all members will remain in position through out the game. The game consists of (4) 15 minute quarters with 5 minute QTR time and a 10 minute halftime at the end of the 2nd quarter.
- #9 Time out, time out can be called by any player if at anytime he/she feels for their health sake they need to leave the game. If the puck is in play it will be restarted from a pass thru of the divider of the side it was in when timeout was called. The player to the right of and next to the pass thru will hit the puck.


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- #10 Removing and replacing players, team leaders/mgrs./coaches are permitted to remove and replace players at quarter time or half time, with the exception of a player leaving the game for health reasons or the referee removing someone for unsportsman like conduct, in the latter case the referee will have stopped the game.
- #11 At any time the referee blows the whistle other than the three that starts the game, the game will stop immediately. Game will resume per referee's instruction, the referee controls the game using above rules.
- #12 Back score, if anytime a player rebounds the puck into his goal, it will count as a score for his/her opponents team.
- #13 Time out, 10 minutes will be allotted for time out for each team, and can be called at anytime by a coach or team captain. Time out does not have to be used. Time out will be called by the referees whistle, and plays after the whistle blows will be discounted.
- #14 To restart the game after normal time out, a face off will be performed by the players filling the face off positions.
- #15 All time outs called will be counted against the team calling it.
example---exhausted player, etc.
- #16 Game stoppage will not be counted as time out if stopped by the referee.

PENALTIES

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(A) A one point penalty is charged for back score. Rule 12, the point is deducted from the team making the back score and added to the opposing team, if the team that scores the back score are at 0 score they will have "A"-1 at this time and will have to score twice to get to a positive score +1.


(B) Free Shot, this is performed from the center divider or field divider and the team not being penalized will perform it. To perform a free shot the puck will be placed in the puck slot of the center divider or pass through divider and the non-penalized team will hit it out of the slot in his scoring direction.

(C) Infractions that call for a free shot are as follows.

- (1) Playing across a center divider when the other field is covered.
- (2) Out of Static position.
- (3) Rude and abusive stick movements.
- (4) Out of position.
- (5) Unsportsman like conduct as determined by referee.

CONCLUSIONS, RAMIFICATIONS AND SCOPE:

On initial review of this invention the reader should INSTANTLY draw the conclusion that this game is non existent prior to this application. That is what seems to be a fact to the inventor, after


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considerable time spent at the PTO researching other prior arts.


Several other apparatuses are available in the area of table hockey but none seem to come close to this system.

It is anticipated that Bokey will have a magnetic effect of drawing attention to passing spectators and a game that one does not get bored with. It keeps you moving in an energetic way and creates excitement. It is very competitive and has a very slim margin for causing bodily harm.

BOKEY is great exercise for eye and hand coordination. BOKEY will be a great addition to school sports and a motivator to bring more younger people into a physical fitness sport.

This invention will allow more people to qualify for a sport that otherwise could not because of physical size, fitness, age, or handicap. For example a one arm person could qualify for what we hope will become a professional sport. This invention has the potential to become a competitive sport bringing together cities, states, the nation and international competition. Production could be an economical factor by creating jobs along with the commercial aspect of game rooms and sports events.

A final gesture of sincere belief is considering the variety of light weight games that participate at the Olympics, I sincerely feel BOKEY will find its way there also.


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SCOPE:

The scope of this invention can be determined only by its own merits, as there are no real legal equivalents to compare, that could be found by the inventor, who is world traveled and also spent several hours in the PTO researching prior arts.